space firebird™

"The Game That's Fired Up with Sizzling Action."

FLIGHT PLAN: space firebird

Mission:
Destroy all Firebirds for maximum points

Rocket Capabilities:
Fire up to four missiles consecutively. Special WARP mode enables rocket to launch counteroffensive blitz.

EMPEROR
100 Pts.
4 Hits

EAGLE
50 Pts
2 Hits

GULL
20 Pts.
1 Hit

BOMB
50-200 Pts.
1 Hit

Plan of Attack:

The Emperor, Eagle and Gull Firebirds fly together in complex looping formations, firing and attacking from all directions. Defend your ship against the sweeping, twisting, turning birds by launching missiles. Monitor your missile hits because the birds have different resistence levels. The fearless Emperor is destroyed by four hits, the Eagle with two hits and the soaring Gull with one hit. CAUTION- the Eagles are armed with a secret weapon aimed at sabotaging your ship. They drop a giant bomb that's headed straight for you! Earn 50 to 200 extra points by hitting it before it crashes... but watch out! When hit, the bomb scatters deadly shrapnel. Avoid the flying shrapnel by firing at the bomb from directly beneath it. Activate WARP mode to escape impending danger or to strike out at a flock of birds. Each ship is equipped with one WARP period. When activated, your ship is thrust into space with a protective shield that deflects enemy fire. Wipe out Firebirds in the WARP mode by ramming into them with your ship, or by firing at close range.

Dimensions
UPRIGHT
25½" W x 67" H x 28" D
64.77 cm W x 170.18 cm H

The SPACE FIREBIRD™ game is manufactured by Gremlin under license from Nintendo Co., Ltd., Kyoto, Japan.

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